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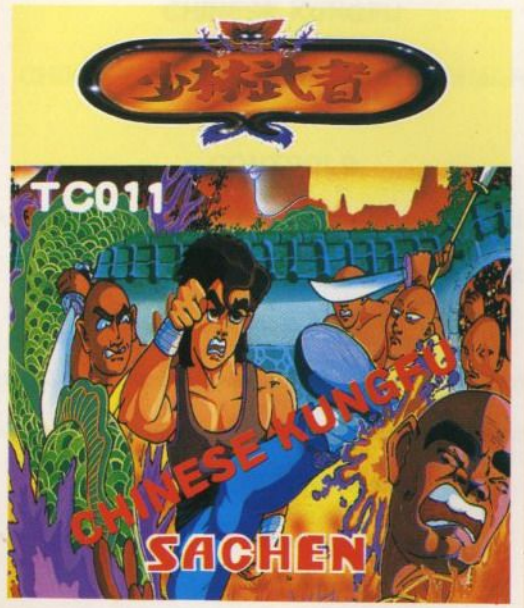
SACHEN



TC011

CHINESE KUNGFU

CHINESE KUNGFU CONTROL SUMMARY

CONTROLS

Control Pad Arrows:	Move Master Lee in the indicated direction.
Button A:	Push A button to strike or press it to use internal work.
Button B:	Push B button to squat.
Button A + Button B:	Push A and B Button to jump and to kick your enemies.
Button B + Down Arrow:	Push B Button and Down Arrow to squat and to kick your enemies.
Start Button:	Starts the game and freezes the game.
Select Button:	Selects one player or two players.

I. INTRODUCTION

Master Lee had finished his training course in Sou Lin temple, so he decided to go outside to create a new life but in the firstly he must pass tests which are very hard and some times dangerous. You, Master Lee, have to collect the special objects to become more powerful. We believe that you will succeed, so good luck!

PRECAUTION

1). Store at room temperature. Do not subject to environmental extremes.

2). Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.

3). Keep contacts clean(do not touch them and store the cartridge in its box when not in use).

4). Do not try to open or disassemble the cartridge.

5). Do not sit too close to your televison.

6). Do not clean the cartridge with chemical agents.

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II. GAME CONTROL

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Select Button:	Selects one player or two players.

III. GAME MECHANICS

There are a total of 5 worlds. These are 2 secret tests in each world. You are allowed 3 lives per player per game. A description of each world:

World 1:

First of all you will meet two men. Becareful of their "foot sweep"
Piling staggered: Becareful! Every stake will shoot a sword.

World 2:

Sometime they body punch with arms and kick with left toe. Wooden men: Jump and jump.
Don't fall for their dangerous tricks.

World 3:

The man seems terrible. Beware! He takes a powerful tulwar and you just use your "feat of strength" and foot sweep.
Big stone: You must continuously push A and B avoid the "Big Stone".

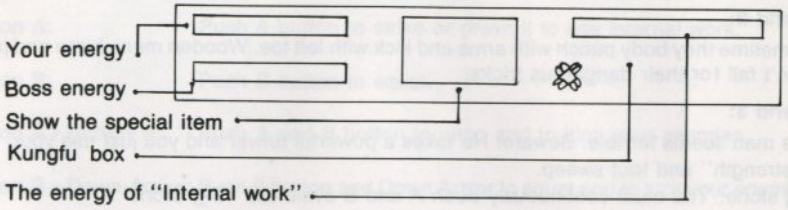
World 4:

That is the reason why you must go to the "dangerous pass" to search for treasures.
Dharma Mountain: Don't be nervous but careful in the woods.

World 5:

This is the last world. There are many kinds of waddy and tulwar scuffling you.
Burning Dragon: Every dragon around has powerful fire power.
Beware! This is the last dangerous pass.
Each life has 12 units of life force. Every time the master is hit by an enemy the life force is reduced by 1 unit and if hit with special force of boss then the life force is reduced by 2 units.

IV. INFORMATION BAR



V. ENEMIES

Scarface men I

Scarface men II

Thor Chen

Little Lama

Buddhist recluse

Acolyte

VI. BOSSES

Yellow Yadjra

White Vadjra

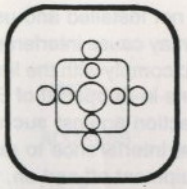
Gray Vadjra

Red Vadjra

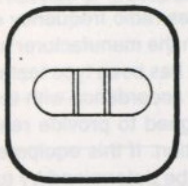
Black Vadjra

VII. SPECIAL OBJECTS

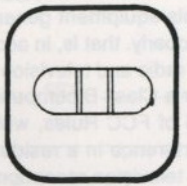
The Scared Box



Pearl of Power



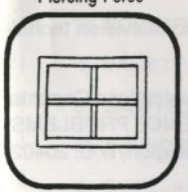
Living Ginseng



The Scared Box – Replenishes the force of your internal work.
Pearl of Power – Replenishes life force by 4 notes.
Living Ginseng – Replenishes life force by 8 notes.

SPECIAL OBJECTS

Piercing Force



Freezing Force

Protective cover

Power of Buddha

Piercing Force – Pierce enemies at the same horizontal line.
Power of Buddha – Attack all enemies on the screen.
Freezing Force – Freeze over enemies in a short time.
Protective cover – Protects you to avoid attacking.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly. that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reoeption. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reoeption, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by oen or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TVINTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

CHINESE KUNGFU EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____ / ____ / ____ PHONE #(Optional): ( ) ____ -- ____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)	

PLACE
STAMP
HERE